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Maxiwell Luo

913 Ashford Lane
Westmont, IL 60559

Education		
	University of Illinois at Urbana-Champaign	Urbana-Champaign, IL
	Bachelor of Science, Computer Science + Master of Computer Science	Aug. 2017 – May 2021
	Hinsdale Central High School	Hinsdale, IL
	Valedictorian	Aug. 2013 – May 2017

Relevant Courses	
	Operating System Design; Distributed Systems; Operating System Security; Applied Cryptography; Advanced Computer Security; ML for Sys, Networks, & Security; Machine Learning; Computer Security II; Applied Parallel Programming; Interactive Computer Graphics; Programming Languages and Compilers; Algorithms; Top Down Video Game Design; Game Dev Process; Communication Networks; Computer Security I; Algorithms & Models of Computation; UI Design; Probability and Statistics; System Programming; Applied Linear Algebra; Numerical Methods I; Computer Architecture; Data Structures

Work Experience		
	8i, Software Engineering Intern	Chicago, IL
	— Developed features for an internal MPEG-DASH player to support the company's proprietary mesh, video, and audio codec including seek, caching, and adaptive bitrate selection using the C++ Qt Framework	May 2020 – Aug. 2020
	Eagle Seven, Software Development Intern	Chicago, IL
	— Wrote software to calculate network performance metrics of high-frequency trade engines	May 2019 – Aug. 2019
	— Improved the automation, comparison, and real-time tracking capabilities of the performance testing framework through InfluxDB and Grafana to drive future development	
	Fermilab, Application Development and Systems Analyst	Batavia, IL
	Designed and developed a modern web application in Angular to interface with an instrument calibration database	May 2018 – Aug. 2018
	Fermilab, Software Intern	Batavia, IL
	Using C, implemented and analyzed the effectiveness of data compression algorithms for use in data collection during experiments	June 2016 – July 2016

Projects		
	HackIllinois	Urbana-Champaign, IL
	Cooperated in a team to implement a desktop drawing/messaging application modeled on the DS software PictoChat in Python	Feb. 2018
	neuralMario	Hinsdale, IL
	Implemented a NEAT algorithm to create an AI that could play Super Mario World	May 2017

Activities		
	CS 126 Software Design Studio, Teaching Assistant	Urbana-Champaign, IL
	— Lead code reviews to instruct students on best coding practices	Jan. 2021 – May 2021
	— Managed the lectures page for the course website	
	CS 225 Data Structures, Teaching Assistant	Urbana-Champaign, IL
	Lead discussions with students to foster educational dialogue concerning the use of data structures in computer science	Aug. 2020 – Dec. 2021
	UIUC SigPWNy	
	— Collaborated with peers to teach one another computer security topics and techniques to exploit security vulnerabilities	Urbana-Champaign, IL
	— Competed in in-house and national CTF competitions	2017 – 2020

Skills	
	Proficient in C/C++, Java, Python
	Intermediate knowledge of Verilog, HTML/CSS, Javascript (Angular), InfluxDB, Grafana, Unity, Unreal Engine, WebGL, Android app development, Qt Framework, Chinese
	Basic skills with Rust, OCaml, x86 Assembly, Japanese